

### **Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

1. (currently amended) A system for managing the transmission of data from at least one data source to a remote destination, the system comprising:

an input interface to receive ~~a plurality of message objects generated from~~ data from at least one data source;

~~a transport interface to a transport layer; and~~

a communication engine, communicating with the input interface, ~~and for encapsulating the data into one or more message objects and for associating each of the data sources with at least one corresponding session, wherein the one or more message objects are buffered in an output message queue prior to transmission to the remote destination via a transport layer; and the transport interface, the communication engine buffering the message objects prior to transmission to the remote destination via a transport layer;~~

a dispatcher module for binding the corresponding session to one or more connections, wherein the message object is transmitted through the one or more connections to a remote destination including an input message queue for buffering the message objects.

2. (original) A system according to claim 1, wherein the at least one data source comprises a network.

3. (original) A system according to claim 2, wherein the network comprises at least one server.

4. (original) A system according to claim 3, wherein the network comprises a local area network.

5. (original) A system according to claim 1, wherein the transport layer comprises a Transport Control Protocol layer.

6. (original) A system according to claim 1, wherein the remote destination comprises a storage host.

7. (canceled)

8. (original) A system according to claim 1, wherein the at least one data source comprises a plurality of data sources.

9. (canceled)

10. (canceled)

11. (currently amended) A system according to claim 1 ~~10~~, wherein the ~~communication engine~~ dispatcher module binds more than one session to at least one of the connections to the remote destination.

12. (original) A system according to claim 1, wherein the buffering of the message objects is performed at least in part according to a state of a message completion port.

13. (currently amended) A method for managing the transmission of data from at least one data source to a remote destination, the system comprising:

receiving data from at least one data source;

transforming the data to a plurality of message objects; ~~and~~

associating each of the data sources with at least one corresponding session;

buffering the message objects in an output message queue prior to transmission to the remote destination via a transport layer; and

facilitating the transmission of the message objects to the remote destination, wherein the remote destination includes an input message queue for buffering the message objects.

14. (original) A method according to claim 13, wherein the at least one data source comprises a network.

15. (original) A method according to claim 14, wherein the network comprises at least one server.

16. (original) A method according to claim 15, wherein the network comprises a local area network.

17. (original) A method according to claim 13, wherein the transport layer comprises a Transport Control Protocol layer.

18. (original) A method according to claim 13, wherein the remote destination comprises a storage host.

19. (canceled)

20. (original) A method according to claim 13, wherein the at least one data source comprises a plurality of data sources.

21. (canceled)

22. (currently amended) A method according to claim ~~24~~ 13, further comprising a step of binding at least one session to at least one of a plurality of connections to the remote destination.

23. (original) A method according to claim 22, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

24. (original) A method according to claim 13, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

25. (currently amended) A database, the database receiving data from at least one data source via a method comprising:

receiving data from at least one data source;

transforming the data to a plurality of message objects; ~~and~~

buffering the message objects in an output message queue prior to transmission to the database via a transport layer; and

facilitating the transmission of the message objects to the database,  
wherein the database includes an input message queue for buffering the message  
objects.

26. (original) A database according to claim 25, wherein the at least one data source comprises a network.

27. (original) A database according to claim 26, wherein the network comprises at least one server.

28. (original) A database according to claim 27, wherein the network comprises a local area network.

29. (original) A database according to claim 25, wherein the transport layer comprises a Transport Control Protocol layer.

30. (original) A database according to claim 25, wherein the database comprises a storage host.

31. (canceled)

32. (original) A database according to claim 25, wherein the at least one data source comprises a plurality of data sources.

33. (previously presented) A database according to claim 25, wherein each of the data sources is associated with at least one corresponding session.

34. (original) A database according to claim 33, wherein the method further comprises a step of binding at least one session to at least one of a plurality of connections to the remote destination.

35. (original) A database according to claim 34, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

36. (original) A database according to claim 25, wherein the step of buffering the message objects is performed at least in part according to a state of a message completion port.

37. (currently amended) ~~A message object, the message object being generated according to a method of:~~ One or more computer-storage media having computer-executable instructions embodied thereon that when executed by a computing device performs a method of transferring data, the method includes:

receiving data from at least one data source; and

transforming the data to a plurality of message objects in a communication engine;~~and~~

associating each of the data sources with at least one corresponding session; and

buffering at least one of the message objects in an output message queue prior to transmission to a remote destination via a transport layer.

38. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the at least one data source comprises a network.

39. (currently amended) ~~A message object~~ The one or more media according to claim 38, wherein the network comprises at least one server.

40. (currently amended) ~~A message object~~ The one or more media according to claim 39, wherein the network comprises a local area network.

41. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the transport layer comprises a Transport Control Protocol layer.

42. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the remote destination comprises a storage host.

43. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the step of buffering the at least one message object comprises a step of queuing the at least one message object in at least one output buffer.

44. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the at least one data source comprises a plurality of data sources.

45. (canceled)

46. (currently amended) ~~A message object~~ The one or more media according to claim ~~45~~ 44, wherein the method further comprises a step of binding at least one session to at least one of a plurality of connections to the remote destination.

47. (currently amended) ~~A message object~~ The one or more media according to claim 46, wherein the step of binding comprises a step of binding more than one session to at least one of the connections to the remote destination.

48. (currently amended) ~~A message object~~ The one or more media according to claim 37, wherein the buffering the at least one message object is performed at least in part according to a state of a message completion port.

49. (new) The one or more media according to claim 37, wherein the message object is larger than one megabyte.